

ABSTRACT OF THE DISCLOSURE

The present invention includes a method for operation a gaming device and preferably a bonus round of said device, whereby the game provides the player an initial sequence which results in a successful or unsuccessful outcome. If the player obtains a successful outcome, the player may use an award provided by obtaining said successful outcome. In a subsequent sequence wherein the player can selectively keep an award or attempt to sequentially exchange or trade up to a point or award total that enables the player to obtain a final and desirable ultimate award.

10 The player preferably knows the existence of the ultimate award, and the present invention preferably discloses or reveals the value of the player's currently held or currently obtained award. The game can also reveal the value of the intermediate award steps as the player decides to go for the ultimate award or settle for the currently held award. The game preferably

15 provides a consolation award to a player upon an unsuccessful exchange. The game also preferably provides one or more tease sequences, wherein the game sequentially prompts a player who has decided to risk a current award by upgrading the current award and asking the player to rethink the player's decision.

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